

SAVAGE STAR FRONTIERS!



CRASH ON VOLTURNUS

SF-0 by Mark Acres and Tom Moldvay with Doug Niles



SAVAGE STAR FRONTIERS!



SAVAGE STAR FRONTIERS CRASH ON VOLTURNUS! PART 2 CRASH IN THE DESERT!

SF-0
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Conversion by
John Parker

Cmdrcody_2000@yahoo.com

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So, kick back with some old 80's music in your iTunes and relive one of the best settings TSR came out with.

I'll see you on the edge of the Xagy Dust Nebula!

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This Adventure uses the Savage Worlds Game Rules. It is available from RPGNow.com as well as directly from the Pinnacle Web Site at www.greatwhitegames.com.

You can use the Test Drive Rules to play this, but the full version rules are well worth the money.

It is not necessary to have the original Adventure module, but if you wish to see it, visit www.starfrontiers.com, an online community of hard-core SF fanatics (like me ☺).

Also, not to toot my own horn, but I have posted a free conversion outline for Star Frontiers on my web site.

<http://cmdrcody.bravepages.com/>
<http://cmdrcody.bravepages.com/savage.html>

Please feel free to go there and download a copy of it. It might prove useful (but, then again, it might not ☺)!

I hope you enjoy this as much as I had in recreating it.

If you have any suggestions (and/or snide remarks!) email me:

Cmdrcody_2000@yahoo.com

cya
jp

Proudly Created on a Mac!



Yes I still have mine, and it still works great!



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ALIEN CULTURE BACKGROUND REPORT

THE UL-MOR

PHYSICAL APPEARANCE

Ul-Mor resembles octopi adapted to life on land. Like octopi, Ul-Mor has eight large limbs. Each limb ends in five small tentacles useful for grasping and manipulation. They walk on the four largest limbs, using the other four to hold weapons and tools.

The Ul-Mor also has a ninth limb, a tentacle about 30 centimeters long. This tentacle is an extension of the spinal cord. The end contains a hard cartilage point encasing a series of nerve endings. The Ul-Mor can insert the tip of this tentacle into the fatty tissue surrounding the spinal cord of other creatures, achieving a nerve link, which allows them to communicate directly with the creature's mind. The Ul-Mor uses this tentacle so effectively they can achieve a direct mind-link with any being.

They do not have a complex spoken language, since they communicate with each other using mind-link. The Ul-Mor has, however, developed a secret sign language used in situations where mind-link proves impractical.

CULTURE

The Ul-Mor are pastoral nomads inhabiting the deserts and rocky barrens of Volturnus, where they herd kwidges and cactus whompers. While tending their flocks, the Ul-Mor ride a 4-meter tall dinosaur called a loper. They control these animals using mind-link, and, as a consequence, very close ties develop between rider and beast. The Ul-Mor's high regard for lopers is apparent to anyone associating with them.

Much of the Ul-Mor culture is based on their religion. They believe in the "One Who is Many," a deity that encompasses all things. Though there are many different forms of the One, the Ul-Mor believe that all objects, no matter how strange, are part of the One.

As an Ul-Mor matures, he identifies with a particular object (such as a tree, rock, or bush). When he dies, he is buried near this object, and they are believed to have been transformed into that object. The object is then named after the dead Ul-Mor. In this manner, the Ul-Mor avoid considering a tribe-member dead. Instead, dead Ul-Mor merely assumes a new form of the One.

A special historian, called a Remember, memorizes the names and locations of those who have assumed a new form of the One. Usually, these names include a capsule

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history of the individual's life.

Ul-Mor life is filled with pageantry and ritual. The most important ritual is the Time of Oneness. When the two moons of Voltarnus enter conjunction with its sun, the capacity for mind-link is increased greatly. The Ul-Mor then has a tribal mind-link known as the time of Oneness. During this mind-link, they undergo a mystical experience, seeing everything as a part of the great Oneness.

Another important ritual is the Great Game. At the end of each year, Ul-Mor males ride their lopers in a very rough contest called the Great Game. This contest is similar to a cross between polo, rugby, and fox hunting. The New Year is then named after the victor.

The basic social unit of the Ul-Mor is the "clutch," a marriage unit consisting of several Ul-Mor that have found themselves compatible during the "Time of Oneness." The adult males of the clutch care for the herds and prepare themselves for combat, while the females take turns incubating the clutch's eggs and maintaining the camp.

Though most decisions affecting Ul-Mor life are made on the family level, they do have tribal and inter-tribal councils. These councils make decisions affecting the tribe and the nation. If a family does not agree with a council decision, they may leave the tribe and do as they please.

The Ul-Mor legal system is strongly objective, making no allowances for extenuating circumstances. Because the law is designed to protect the tribe, the Ul-Mor feels that extenuating circumstances are unimportant. If an individual violates the law, he has injured the tribe and must be punished.

Punishment usually emphasizes compensation for injury inflicted upon the tribe. Some crimes, however, are so serious that the individual can never compensate for his transgression. Such crimes include wasting water, breaking eggs, and desecrating sacred objects. The punishment for these crimes is always banishment. (Most banished Ul-Mor quickly dies without the comfort of mind-link.)

Though the Ul-Mor is basically a communal being, they maintain a facade of individualism. The Ul-Mor often wear brightly colored headdresses with dyed kwidge feathers, have decorative body tattoos, and engage in a form of ritualized theft designed to display their cunning and battle prowess. An individual may attempt to steal anything he wishes from any being that is not a friend of the tribe's. If he succeeds, the thief divides his prize among all members of the tribe. The easier it is to divide the prize, the more impressive the Ul-Mor consider the theft.

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UL-MOR REACTIONS TO PLAYERS

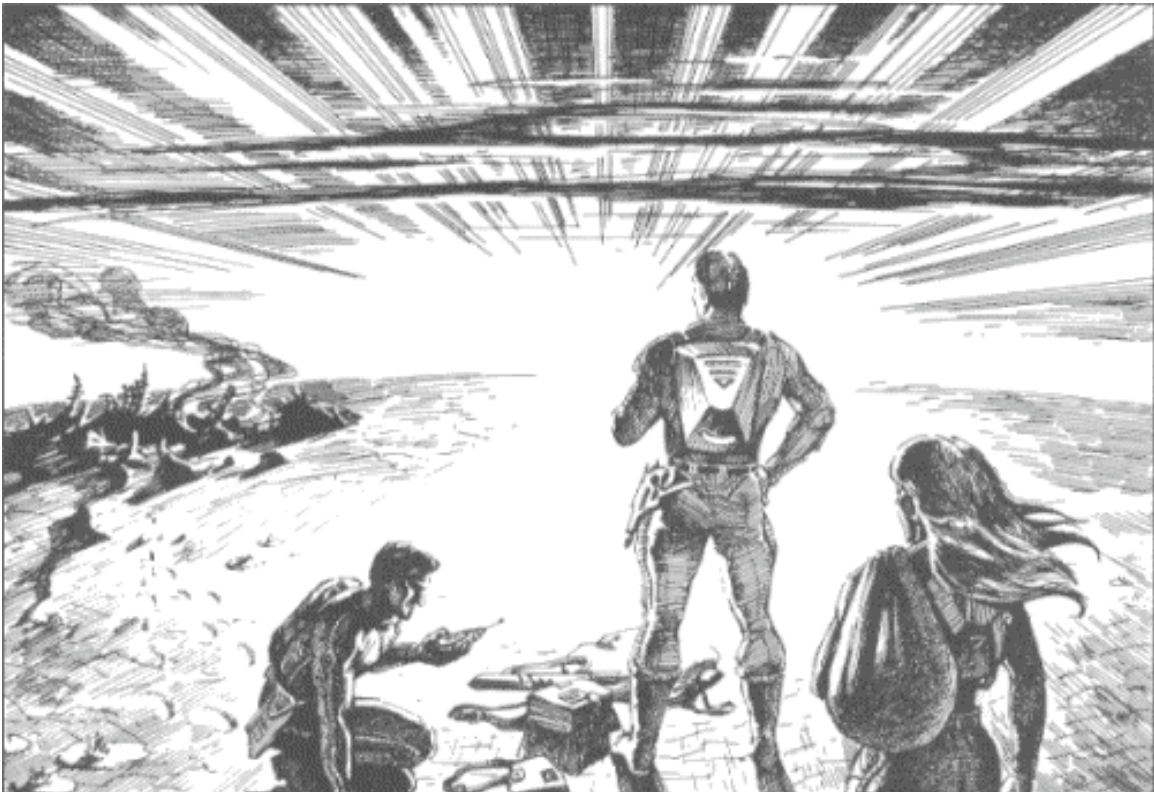
Like most explorers meeting a new race, the player characters will find their smallest actions are likely to provoke strong reactions from the Ul-Mor. Any selfish or greedy action will be regarded with distaste by the Ul-Mor. The Ul-Mor will take immediate and forceful action to prevent wastage, but will not punish a character unless he does the same thing several times in a row. Any character that desecrates a sacred object or steals from a member of the tribe, however, will immediately be stripped of his equipment and left to die in the desert. (If an Ul-Mor marriage unit is willing to repair the damage and take responsibility for the character, however, the Ul-Mor will give the transgressor another chance.)

Any character that gives them gifts and cooperates easily will be well liked, and treated with courtesy. A character that exhibits courage, battle prowess, or a showy display of ostentation will be greatly admired. The Ul-Mor will go to great lengths to impress this character.

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CRASH IN THE DESERT!

The characters are about to reach Volturnus. Unfortunately for them, however, they are not arriving with the benefit of all the equipment and preparation they would have liked. Instead of landing in a choice site in a fully equipped shuttle, they are crash-landing in the middle of a hostile desert. They are light-years from their home planets, with no hope of rescue in the foreseeable future. To survive, they must utilize every shred of imagination they possess (or spend those bennies like crazy!).



Part Two The Crash

The map to Volturnus can be downloaded from the most excellent StarFrontiers.com at <http://66.49.172.78/StarFrontiers/modules/SF0/sf-0-022.gif>

A dashed line circles the lifeboat crash site. This is the movement limit for CRASH ON VOLTURNUS. It is important the characters do not pass this line, especially if you plan to play the sequel to CRASH ON VOLTURNUS. If the characters reach this line, turn immediately to planned encounter 3 (the Ul-Mor). In addition, if the characters begin to die of thirst or starve, turn immediately to planned encounter 3.

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Most characters will spend their time wandering through the desert. They may, however, occasionally wander into the salt flats or the burning lands.

If they do so, allow them to wander through these lands for a few hours, and then persuade them to leave. In the burning lands, a volcano will erupt, and the only way to escape the lava flow will be to flee back to the desert. In the salt flats, a small tidal wave will rise and force the party to run back to the desert.

WATER IN THE DESERT

In the harsh Volturnian desert, a character needs 4 liters of water per day to survive. Players can reduce this amount 1 liter if they take two salt pills each day. They can further reduce this amount 1 liter per day by traveling at night and resting in the shade during the day.

If the characters move at their maximum rate, they must double the amount of water needed to survive (after taking into account any precautions taken to reduce water consumption). Thus, a character moving at maximum speed during the day without taking salt pills would need 8 liters of water a day to survive. If, however, the character were taking two salt pills each day, he could move at maximum rate and survive on 6 liters of water a day. Finally, a character moving at maximum rate during the night and taking two salt pills a day would need only 4 liters of water per day to survive.

The amount of water needed to survive includes all water used to re-hydrate survival or dehydrated rations.

This can be simulated even further in keeping with the FFF mentality by having the characters make Vigor rolls every four hours (Heat Fatigue pg 93) with all the appropriate modifiers.

Each character has a chance of being injured in the crash. All characters should make Agility checks. On a success, that character takes no damage. Any character that rolls less than a TN of 4 takes 1 to 3 dice of damage. The number the character rolled is subtracted from the TN of 4 and that is the number of dice of damage he takes. A character that rolled a 1 during the crash would take 3d6 damage, but a character that rolled a 3 would take 1d6 damage.

After the characters recover from the shock of crash-landing, they make a Notice Roll for the survival kits that have popped out of the lockers and are ready to be removed from the lifeboat. Another successful roll and they will also notice a foul- smelling liquid seeping from the engine compartment. Some of this liquid is starting to burn.

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The characters have enough time to remove the survival packs from the lifeboat, but no other equipment can be removed. The lifeboat will burst into flames as soon as the last survival pack is removed. Two turns later, it will explode. If the characters attempt to remove other equipment before the survival packs, they will be unable to do so because the liquid is covering everything in the shuttle except the survival packs. The liquid is actually a flammable acid, which ruins everything it touches (Now, what was that doing on a Life Raft?). If the characters have not removed the survival packs after two turns, the liquid will start to burn. The characters will then have one turn to remove the survival packs before the lifeboat explodes. Any character within 20 meters of the explosion will take 1d6 damage, and any character actually in the lifeboat when it explodes will take 3d8 damage.

The lifeboat has eight survival kits, each containing 1 machete, 1 box of matches, 1 all-weather blanket, 1 first aid pack, 1 chronocom, 2 packages of survival rations (enough food for 1 person for four days). 1 tangler grenade, 1 compass, 1 lifejacket, 10 salt pills, 1 pocket tool, 1 flashlight, 1 doze grenade, 10m of rope, 1 toxyrad gauge, 8 liters of water, 1 pair of sun goggles, 1 pair of stretch coveralls, 1 poly-vox, and 1 laser pistol with a 20 SEU clip.

To be read to the Players! The Dreaded Flavor Text! Aaauuugghhh! Run Away!

As your lifeboat leaves the Serena Dawn, you see the starship tremble again. A few metal chunks float out of the escape bay, and then, quiet. Your lifeboat quickly accelerates toward the forbidding planet of Volturnus. As you approach the daylight side of the planet, you see nothing. A great portion of the planet is shrouded in clouds. Your lifeboat enters a shallow orbit and travels to the other side of Volturnus, where it begins its descent into the dark, clear night.

Sparks begin to fly from the onboard computer. Then, after several seconds of jolting, a rear engine explodes and a fire erupts on the exterior of the lifeboat. The fire grows larger and hotter as you descend, even entering the passenger compartment. After two minutes of intense heat, the lifeboat crashes into a high outcropping of rocks. The fire seems to die down, but flames still flash from the rear engine and the onboard computer.

After the lifeboat explodes, read the following description to the characters:

The night has passed, and it is now dawn. A desolate wilderness of sand and rock stretches as far as you can see in every direction. Green flat plants occasionally break the desert similar in appearance to Lilly pads. Though it is only a few minutes past sunrise, the heat is already overbearing.

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RANDOM ENCOUNTERS

When moving through the desert, characters will have random encounters. Check for random encounters at the beginning and end of each day (every 12 hours). Roll 1d10; a random encounter will take place during the day if you roll 1-3 and at night if you roll 1-2. When a random encounter occurs, roll on the random encounter table to determine which encounter will take place.

DESERT RANDOM ENCOUNTER TABLE

Die Roll (1d10)	Encounter
1 -2	Burrower Snake
3-4	Sand Storm
5-6	Funnel Worm
7-8	Sand Shark
9-10	Lopers

1.) Burrower Snake

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4

Skills: Fighting d8, Guts d6, Notice d12

Pace: 10; **Parry:** 6; **Toughness:** 2

Natural Tools: Bite (Str)

Special Abilities

- **Burrowing (5"):** These snakes can disappear and reappear on the following action anywhere within 5".
- **Poison:** This snake does little damage, but injects deadly venom. A character bitten by must make a Vigor roll at -2. With success, the bite area swells and becomes numb. The victim becomes Exhausted until healed. With a failure, the victim becomes incapacitated and must make a second Vigor roll or die.
- **Quick:** Snakes are notoriously fast. They may discard action cards of 5 or lower and draw another. They must keep the replacement card, however.
- **Size -2:** This snake is only 2 to 3 feet in length and is camouflaged to the color of the sand.
- **Small:** Anyone attacking a snake must subtract 2 from his attack rolls.

Choose a character at random. This character steps next to a burrower snake hole and is attacked.

2.) Sand Storm

The wind begins to blow 120 kph and creates a sand storm. Any character with a Survival Skill a check. If any character makes a successful Survival Roll, the party will be able to improvise a shelter and survive the storm without taking damage.

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If the characters happen to be in a hex with an unusual rock formation, well, fertile area, or high elevation symbol, the characters can find shelter quickly and avoid taking damage from the storm.

If the characters have no advance warning and are not in one of the hexes listed above, they will take damage from the storm. Have each character roll an Agility check. If the check is unsuccessful, the character takes 3d8 damage from the sand storm during that time period. If successful, the character takes only 1d8 damage from the storm and no damage with a raise.

Sand storms will normally last only one 12-hour period, but there is a small chance they will last longer. Roll 1d10; on a roll of 1-8, the storm lasts only one period. On a roll of 9, the storm lasts an extra period, and on a roll of 10, it lasts two extra periods.

If a storm lasts for more than one period, characters will take only 1d8 damage during the second and third periods with a failed roll and no damage with a success or raises.

3.) Funnel Worm

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Guts d6, Notice d8, Stealth d10

Pace: 6; Parry: 6; Toughness: 12

Special Abilities

- **Armor +4:** Funnel Worms have thick skins, and are partially underground for more protection.
- **Bite:** Str+2. Funnel Worms have large mandibles that they use to bite their prey with.
- **Bash:** Str+2. Funnel Worms come out of the ground underneath their prey and send everyone flying around. Use the Medium burst template.
- **Burrow (10"):** Funnel Worms can dig through the earth and come out anywhere within 10" to attack with surprise. When this occurs, the Burrowing creature makes an opposed Stealth roll versus the target's Notice. If the creature wins, it gains +2 to attack and damage that round, or +4 if it gets a raise. If the victim wins and was on Hold, he may try to interrupt the burrower's attack as usual.
- **Size +4:** Funnel Worms weigh in at over 800 lbs each.
- **Trap:** See Below.

The party walks over a funnel worm. Choose one character at random. That character and any other character within 10 meters must make Agility checks or fall into the funnel worm's trap. The Worm is considered to have "the Drop" on the victims with +4 to hit and damage in the first round only.

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4.) Sand Shark

Two hungry sand sharks attack the characters.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Guts d8, Notice d12, Stealth d10

Pace: 10; **Parry:** 7; **Toughness:** 12

Special Abilities

- **Invulnerability:** Sand Sharks are immune to the effects of Needlers, as the shots tend to strike the hide of the creature, but not any internal organs.
- **Bite:** Str+3.
- **Hardy:** The creature does not suffer a wound from being shaken twice.
- **Large:** Attackers add +2 to their attack rolls when attacking a Sand Shark due to its large size.
- **Burrow (20"):** Sand Sharks can dig through the earth (just like Funnel Worms, but much faster) and come out anywhere within 20" to attack with surprise. When this occurs, the Burrowing creature makes an opposed Stealth roll versus the target's Notice. If the creature wins, it gains +2 to attack and damage that round, or +4 if it gets a raise. If the victim wins and was on Hold, he may try to interrupt the burrower's attack as usual.
- **Size +4:** Sand Sharks can grow up to 25' in length.

5.) Lopers

The characters encounter a dead female loper that has just given birth to two babies. The lopers will believe the first character they see is their mother. The young animals will then follow this character, hoping to receive food and water. (They need 1/2 as much food and water as characters.)

Young Lopers

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Guts d8, Notice d6

Pace: 8; **Parry:** 4; **Toughness:** 10

Special Abilities

- **Fleet Footed:** Lopers roll a d8 when running instead of a d6.
- **Kick/Bite:** Str+1.
- **Size:** 0. These young are about 6' tall.

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PLANNED ENCOUNTERS

Because of the vast territory the characters may journey through, the number of planned encounters is limited. There are only three planned encounters in this section; all are designed to accomplish specific goals. The first encounter, the poison well, warns the characters that many things on Volturnus are not as they seem. The second encounter, with the jet-copter, foreshadows later encounters with Volturnian space pirates. The third encounter, with the Ul-Mor, is designed to provide clues to the secret of Volturnus, but only after the characters pass the test of tribal membership.

1.) Poison Well

Read the following description to your characters as they start to leave the crash site:

From your vantage point high in the rocks, you see what appears to be a covered well 8 kilometers east of you.

The well is a deep hole lined with rocks. A small rock dome covers the well. This dome has only one entrance, on the northeast. This entrance is 1 meter high. The bottom of the well contains 12 liters of water.

The dome was built by the Ul-Mor to protect the well, which is poisonous to Humans, Dralasites, Vrusk, and Yazirians because of its high arsenic content. The water is not poisonous to Ul-Mor, however, for they have a special organ that filters out arsenic.

This is not the only poisonous well in the desert. There is a 50% chance that any other well in the desert will be poisonous. If any character uses a toxyrad gauge on a poisonous well, he will detect the arsenic.

Arsenic is a cumulative poison, continuing to collect inside the body until death occurs. The first time a character drinks from an arsenic well, there are no undesirable side effects. The second time, the character makes a Vigor Roll at -2. If they fail they will feel ill, but takes no damage. The third time, they loose a die of Vigor, and so on until the poison is countered by an antitox shot or the character's Vigor drops below d4 and they die.

If the characters boil the water and collect the condensed steam (by trapping the vapor under a plastic tarp or similar item and collecting the liquid as it cools), the water will be safe to drink. They may collect up to 8 liters a day in this manner. But simply boiling the water is not enough, since the arsenic will still be in the water. Remove the -2-Roll modifier.

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2.) Pirate Search Craft

Eleven periods after the characters leave the lifeboat wreckage, a pirate search-copter will fly over them.

You hear the distant throbbing of a small jet-copter on the desert air. Looking back toward the lifeboat's wreckage, you see a small jet-copter flying toward you. It is flying very high, but you can see it is an open search-type copter.

If any character uses magni-goggles to look at the jet-copter, they will see it carries three very mean looking men, obviously pirates. They will also see a painting of a red devil surrounded by silver stars on the side of the copter.

If the characters attempt to hide from the jet-copter, it will cross back and forth over their general vicinity several times, then leave. But if the characters attempt to attract the attention of the men in the copter, it will hover overhead. All three men will fire their laser pistols at the party members. Luckily for the player characters, the pirates will miss because of the range and difficulty of firing from a jet-copter.

After firing at the characters several times, the men in the jet-copter will run out of ammunition and fly back toward the lifeboat. As they leave, one of the men in the jet-copter will drop a note reading, "We know who you are. You'll never leave Volturnus alive."

3.) The Ul-Mor

The characters will encounter the Ul-Mor when they have reached the movement limit marked by the dotted line on the planetary map, or are dying of thirst. This encounter is designed to introduce the characters to their first intelligent race on Volturnus, to further the plot of the adventure, and to keep them from dying in the wilderness.

You see a number of individuals riding toward you over a distant ridge. They vaguely resemble octopi, except their bodies are plum purple and highly decorated with feathers, primitive jewelry, tattoos, and bright paint. They carry spears and war clubs in four of their tentacles, and keep their other four tentacles wrapped around their mounts, which resemble two-legged dinosaurs standing 4 meters tall.

The tallest rider shouts a high-pitched command and the riders spread out along the ridge to await another command. The riders are about 500 meters away.

The characters have encountered the advance guard of an Ul-Mor tribe changing camps. The Ul-Mor will make no hostile gestures.

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Five of the Ul-Mor will ride toward the characters slowly and carefully, keeping their weapons handy, but not raised in a threatening manner. The Ul-Mor will stop if the characters make any threatening gestures. Once the Ul-Mor is within easy speaking distance, they will attempt to establish contact.

At this point, if the characters have the baby lopers with them, the tallest Ul-Mor will ceremoniously drop his weapons and raise four of his tentacles. If the characters do not have the lopers, the Ul-Mor will simply wait for the characters to make the next move.

Communication will prove difficult until the poly-vox has had sufficient time to study the Ul-Mor language. Meaningful communication will be restricted to gestures at first, but the poly-vox will soon enable the characters to communicate with the Ul-Mor. Even after the poly-vox is working at full potential, the characters will find the Ul-Mor language primitive and limited to basic ideas.

The Ul-Mor will soon ask permission to use their primary means of communication, the direct mind link. Any character that undergoes the direct mind link will be able to communicate with the Ul-Mor normally. The Ul-Mor will explain that food and water are scarce in the desert, and by law they can share food and water only with tribe members. It is obvious, however, that the characters will soon die if somebody doesn't help them, and so the Ul-Mor will give the characters food and water if they will join the tribe. If the characters are not willing to undergo the manhood ritual required to join the tribe, the Ul-Mor will regretfully leave the characters to die in the desert.

If the characters agree to join the tribe, the Ul-Mor will lead them to the oasis just outside the Burning Lands. During this journey, the characters must travel a little behind the Ul-Mor and camp separately, since they are probationary members of the tribe. They will be immune to all predictable natural disasters such as sandstorms, flashfloods, starvation, and dying of thirst. Furthermore, the characters will only have to fight for five turns before the Ul-Mor will come to drive away the attacking creature. Once they arrive at the oasis, the Ul-Mor will insist the characters rest until all of their wounds are healed.

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UL-MOR NON-PLAYER CHARACTERS

There are 20 average Ul-Mor riders in the tribe your player characters meet. Use the set of average characteristics below for these 20 riders. In addition to the 20 riders, there are 5 leaders. These five leaders are shown below the average characteristics.

Average Ul-Mor

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Leather armor (+1), Spear (Str+2)

Special Abilities

- **Mind Link:** The Ul-Mor has a special ninth tentacle that allows them to communicate telepathically with anyone they have “linked” to. It requires a touch attack and the communication only lasts as long as they have a touch link.
- **Extra Limbs:** The Ul-Mor receives two attacks per round, four if they wish to take the -2 off hand penalty.

Lopers

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d8, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 10

Special Abilities

- **Fleet Footed:** Lopers roll a d8 when running instead of a d6.
- **Kick/Bite:** Str+1.
- **Size +3:** Lopers are large creatures, bred for the harsh desert life.

Fonn-Ar the Warrior

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Edges: First Strike

Hindrances: Overconfident, Loyal

Gear: Leather armor (+1), Spear (Str+2)

Special Abilities

- **Mind Link:** The Ul-Mor has a special ninth tentacle that allows them to communicate telepathically with anyone they have “linked” to. It requires a touch attack and the communication only lasts as long as they have a touch link.
- **Extra Limbs:** The Ul-Mor receives two attacks per round, four if they wish to take

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the -2 off hand penalty.

Notes: Brave to the point of foolhardiness, open and forthright.

Arkadas the Red

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Edges: Level Headed

Hindrances: Loyal, Quirk (Body Paint, Prissy)

Gear: Leather armor (+1), Spear (Str+2)

Special Abilities

- **Mind Link:** The Ul-Mor has a special ninth tentacle that allows them to communicate telepathically with anyone they have “linked” to. It requires a touch attack and the communication only lasts as long as they have a touch link.
- **Extra Limbs:** The Ul-Mor receives two attacks per round, four if they wish to take the -2 off hand penalty.

Notes: Paints red stripes on body for war; cunning but loyal; something of a dandy.

Thurad Sandy Back

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d8+2, Shooting d8, Stealth d8, Throwing d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Edges: Alertness

Hindrances: Cautious

Gear: Leather armor (+1), Spear (Str+2)

Special Abilities

- **Mind Link:** The Ul-Mor has a special ninth tentacle that allows them to communicate telepathically with anyone they have “linked” to. It requires a touch attack and the communication only lasts as long as they have a touch link.
- **Extra Limbs:** The Ul-Mor receives two attacks per round, four if they wish to take the -2 off hand penalty.

Notes: Cautious and quiet, a mystic who often contemplates the One.

Kahai Long Rider (Wild Card)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8,

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Throwing d10

Pace: 6; **Parry:** 7; **Toughness:** 7

Edges: Dodge

Hindrances: Vow (Protect Lopers)

Gear: Leather armor (+1), Spear (Str+2)

Special Abilities

- **Mind Link:** The Ul-Mor has a special ninth tentacle that allows them to communicate telepathically with anyone they have “linked” to. It requires a touch attack and the communication only lasts as long as they have a touch link.
- **Extra Limbs:** The Ul-Mor receives two attacks per round, four if they wish to take the -2 off hand penalty.

Notes: Protector of loper-kind; Close friend of Athru.

Athru Sea People's Bane (Wild Card)

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d10

Skills: Fighting d10, Guts d12, Intimidation d8, Notice d10, Shooting d10, Stealth d10, Throwing d12

Pace: 6; **Parry:** 7; **Toughness:** 8

Edges: Command, Followers, Quick

Hindrances: Code of Honor

Gear: Leather armor (+1), Spear (Str+2)

Special Abilities

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- **Extra Limbs:** The Ul-Mor receives two attacks per round, four if they wish to take the -2 off hand penalty.

Notes: Courageous but not foolhardy; always shrewd; considers the good of the tribe above his own; a good leader.

EXPERIENCE POINTS

This is the end of the second encounter section. It is now time to award experience points. Players who took an active part in this section receive 2 experience points. Players who were extremely helpful or active receive 3 experience points. Players who merely traveled along, but did not do very much to help the party, receive 1 experience point. Each character rolls 1d6. On a “6”, each Bennie is converted to 1 XP.